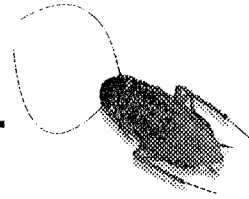


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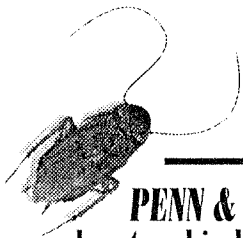
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WARNING:

If you want to run the full BUZZ BOMBERS scam, don't leave this manual lying around for your friends to see, and read pages 34-43.

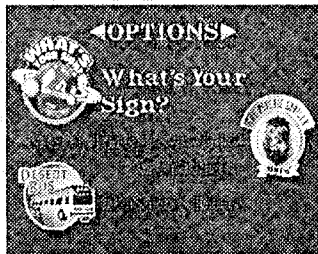




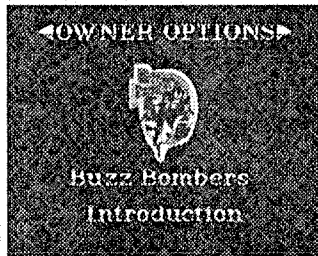
WARNING!!!

PENN & TELLER'S SMOKE AND MIRRORS™ **has two kinds of menus.**

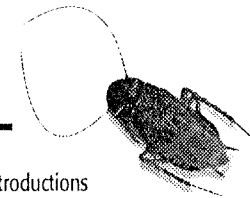
1. The **RED** menu. This is the **secret OWNER MENU**. The introductions it contains will tell you the truth about how to use P&T'S S&M. They are for your eyes only. Never let a sucker see the red menu.



The RED, SECRET menu.



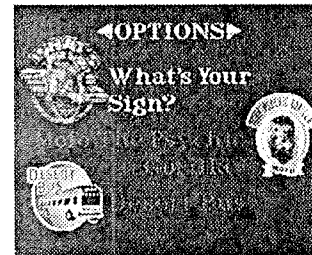
The RED, SECRET menu, after you've discovered its hidden options. Note the new heading.



2. The **BLUE** menu. This is the **SUCKER MENU**. The introductions here are lies, lies, lies, designed to fool people you are scamming. (You will not, of course, refer to it as the "SUCKER MENU" in the presence of a friend. "THE MENU" will do just fine.)

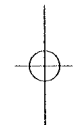
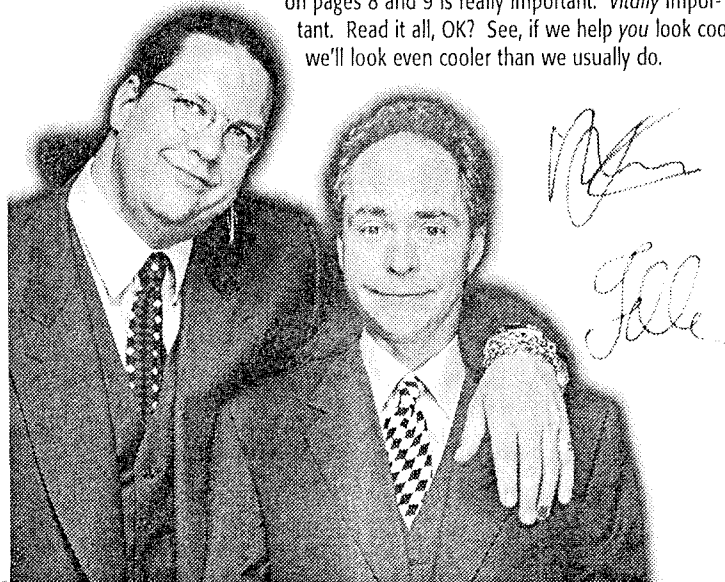
Both menus initially say **OPTIONS** at the top, just in case your sucker should happen to sneak up behind you while you're setting up a trick or scam from the red menu. We think of everything.

[Read pages 8-9 for a detailed explanation of menus.]

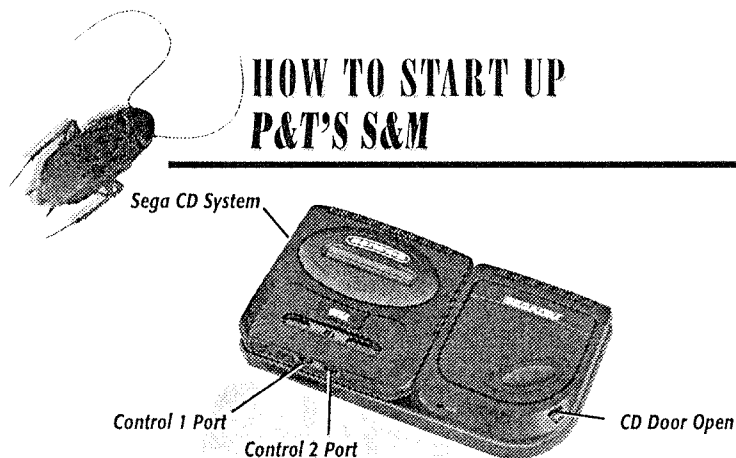


The BLUE, SUCKER menu.

Thanks for buying our first multimedia CD entertainment product, **PENN & TELLER'S SMOKE AND MIRRORS™**. There's so much great stuff to do here—tricks, practical jokes, games—you're probably champing at the bit, ready to dive right in. We're also guessing you want to have a little fun with your friends. You want to amaze them, scare them, have a few laughs at their expense—in short, you want to look cool. To that end, the information on these pages and on pages 8 and 9 is really important. *Vitally* important. Read it all, OK? See, if we help you look cool, we'll look even cooler than we usually do.



HOW TO START UP P&T'S S&M

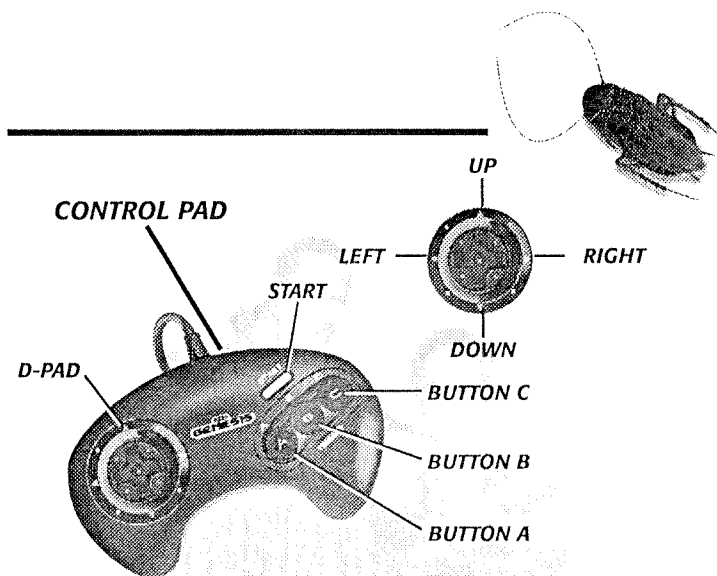


1. A Genesis Controller should be plugged into the "Control 1" port on your Sega™ Genesis™.
2. Make sure that there is not a game cartridge in your Sega Genesis System and follow all Sega CD™ System directions to activate your Sega CD System.
3. Follow Sega CD System directions to open the Sega CD drive. Press **RESET** and the disc tray will open.
4. Carefully place your *PENN & TELLER'S SMOKE AND MIRRORS* CD disc in the Sega CD System with the label-side facing up. Press **START** to close the tray and begin play.

NOTE: Always start up *P&T'S S&M* with Disc 1.

Handling Your Sega CD Disc

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD.
- **KEEP YOUR SEGA CD DISC CLEAN.** Always hold it by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



PENN & TELLER'S SMOKE AND MIRRORS is made up of two discs. Here's what's on them:

DISC 1 = GENERAL INTRODUCTIONS • BUZZ BOMBERS • DESERT BUS • MOFO THE PSYCHIC GORILLA • SMOKE AND MIRRORS

DISC 2 = WHAT'S YOUR SIGN? • SUN SCORCHER

NOTE: You will need **two** Genesis Controllers to play SUN SCORCHER and BUZZ BOMBERS (see pages 26 and 34).

TO RESET YOUR DISC AT ANY TIME: Press **RESET** on your Sega CD System or press **START** and **BUTTONS A, B, and C** on **Controller 1** simultaneously.

TO END ANY FULL MOTION VIDEO INTRODUCTION SEQUENCE: Press **START** on **Controller 1** during the sequence (animated or live action). You cannot, however, bypass the video windows in the *SMOKE AND MIRRORS* game (page 48).

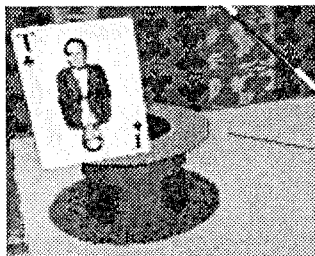


READ THIS OR YOU WILL LOOK LIKE AN IDIOT

To Get to the Owner Menu:

(The **RED** one, where **we** tell the truth and help you.)

1. Make sure a controller is plugged into the "Control 2" port.
2. The Sega and Absolute introductory sequences will run, but once you see the **P&T'S S&M Title Sequence** begin, press **START** right away on **Controller 2**.
3. If you own only one controller, plug it back into the "Control 1" port.
4. The General Owner Introduction will begin. Press **START** or let it time out.
5. The **OWNER MENU** will appear.



P&T'S S&M Title Sequence.

NOTE: If you've already seen the General Owner Introduction, you can always get right to the **OWNER MENU** by pressing **START** on **Controller 1**.



The General Owner Intro.

WARNING:
Never let your friends see you switching controller ports or using **Controller 2**.

To Take Your Victim to the Sucker Menu:

(The **BLUE** one, where **we** lie to help you make the tricks and scams work.)

1. Use **Controller 1** only (plugged into the "Control 1" port). Forget about **Controller 2**.
2. Press **START** anytime during the Title Sequence or the Credits that follow. (They will also time out.)
3. The General Sucker Introduction will run. Press **START** or let it time out.
4. The **SUCKER MENU** will appear.



The General Sucker Intro.

WARNING:
If you want to run the full **BUZZ BOMBERS** scam, do not let your friends see either the **SUCKER MENU** or the General Sucker Intro! (See pages 34-43.)

To Make Menu Selections:

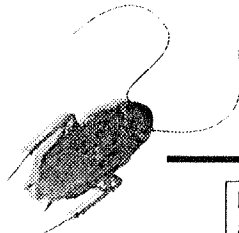
1. All menu selections—**SUCKER** or **OWNER**—are made with **Controller 1**.
2. Press the **D-PAD UP** or **DOWN** to scroll through the menu and highlight possible selections.
3. Press **START** to make your selection.

NOTE: If you make a selection that is not contained on the disc you're currently using, you'll be prompted to insert the other disc. Make sure the door of your Sega CD System **closes**. Press **START**. The **PENN & TELLER'S SMOKE AND MIRRORS** introductory material will not run again.

Have Some Gosh-Darn Patience

Sit in a room with **P&T'S S&M** and play it long enough to get comfy with the various tricks and scams before you try to work them on people. Browse through everything. Read this manual. It will save you from exposing great tricks you could have tortured people with, and from looking like a jerk.



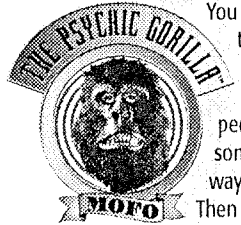


THE TRICKS: MOFO THE PSYCHIC GORILLA

NOTE: It's always a good idea to run through a trick alone and in its entirety several times before performing it.

An Animated Talking Gorilla Head Reads Your Victim's Mind.

How It Looks



You have a friend or a group of friends over. Tell them there's a really cool card trick on your P&T'S S&M CD.

A character named Mofo the Psychic Gorilla (yeah, the same one from our live show) claims he can read people's minds through the Sega CD controller. All someone has to do is pick a card, use the controller the way Mofo tells them to, and answer the questions he asks. Then Mofo will reveal which card was selected.

How It Works

- Select MOFO THE PSYCHIC GORILLA from the OWNER MENU (see page 8).
- Select INTRODUCTION.

Surprise. Mofo's not really psychic. Take a moment to catch your breath. You have to sneakily enter the card into Mofo's memory. This will take some practice, which we'll get to later.

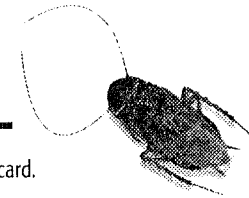


Props You Need

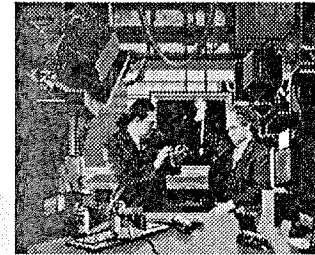
A pack of cards.

To Perform Mofo the Psychic Gorilla:

1. Give your friend **Controller 1**. Lead them to the SUCKER MENU (see page 9). Have them select MOFO THE PSYCHIC GORILLA. Watch them fall for the plausible lies we tell in the Sucker Introduction.



2. When Mofo commands it, have your friend select a card. (If there's no pack of cards around, just have them think of a card and write it down on a piece of paper.)

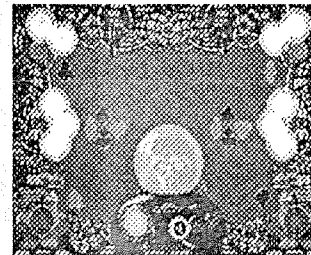


- But make sure **YOU** get to see the card, or you're in big trouble. And make sure you are **VERY** casual about this step. A glimpse is all you need.
- Act as though you're just another audience member, as amazed as anybody by the mysterious abilities of the machine. This is **VERY IMPORTANT**.

You don't want the victim to suspect that you are in cahoots with Mofo.

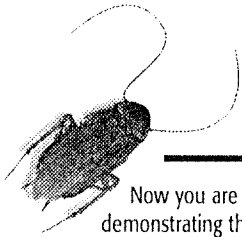
3. Secretly enter the name of the card.

- When Mofo says, "First, let someone show you how to establish contact," he'll go on to explain how the controller works. This is your signal to reach over and "help" your friend. Pretend that you want to show them how to properly use the controller to answer Mofo's questions.
- Your friend should continue holding the controller—don't yank it away. All anyone should think you're doing is helpfully demonstrating some button presses. To misdirect your friend, refer them to the Sega controller picture on the TV screen, where they can marvel at the colorful visual feedback of their button presses.



The button presses register on-screen.





MOFO THE PSYCHIC GORILLA

Now you are going to enter the name of the card under cover of demonstrating the use of the controller. It works like this:

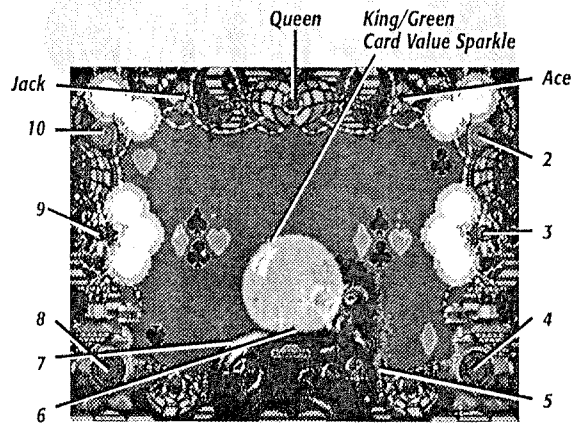
You say:

- A. "BUTTON C doesn't do anything."
- B. "Hit BUTTON A if you want to answer YES, and BUTTON B if you want to answer NO. Like this."

You do:

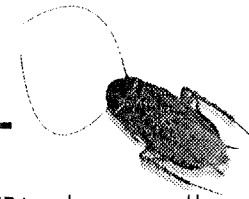
Press **BUTTON C** twice and a **green sparkle** will appear in the crystal ball.

Move the sparkle to the position on the screen that corresponds to the card.



Each card value has a secret position on the Mofo Screen.

BUTTON A moves the sparkle counter-clockwise. **BUTTON B** moves it clockwise.

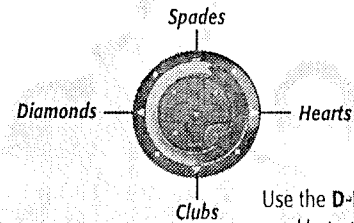


You say:

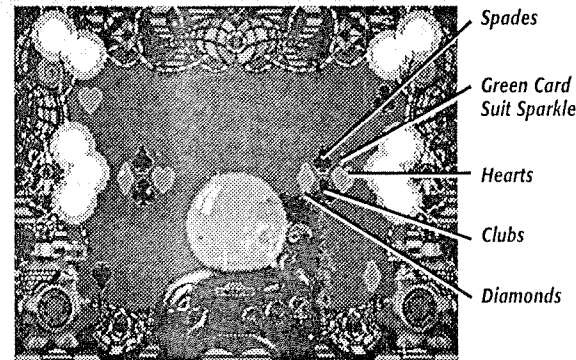
- C. "Keep your thumb firmly on the **D-PAD DOWN ARROW**."

You do:

Press the **D-PAD** to make a green sparkle appear on the right-hand set of card suits.



Use the **D-PAD** to move the sparkle to the correct suit.

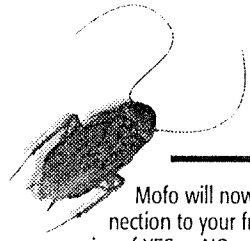


- D. "As I said, **BUTTON C** does nothing"

Press **BUTTON C** twice to lock in your selection. Then get your hands off the controller.

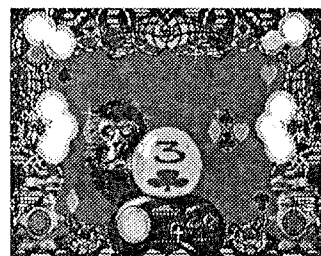
- 4. The secret work is all done. Tell your chump to hit **START** as soon as they're ready.





MOFO THE PSYCHIC GORILLA

Mofo will now test his psychic connection to your friend by asking a series of YES or NO nonsense questions. Encourage your friend to lie—*really* encourage them. Let Mofo show off. There's no fooling him. Then, after Mofo is satisfied he's zeroing in on your friend's vibes, he'll begin asking about the card. Encourage lots more lying. If you've done your job well, Mofo will kill your audience dead.

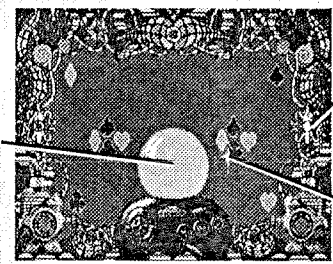


Mofo knows which card's been picked.

Practice Mode

Don't expect your card entries to be perfect right away. You'll need some time to learn the hidden card locations and button presses. That's why we've included a Practice Mode.

- Select MOFO THE PSYCHIC GORILLA from the OWNER MENU (see page 8).
- Select PRACTICE.
- Press **BUTTON C** twice to activate the card value sparkle.
- Press the **D-PAD** to make the card suit sparkle appear.
- Use the **D-PAD** and **BUTTONS A** and **B** to make your selection, as described on pp. 12–13.

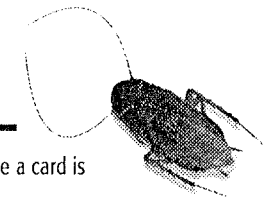


Card Appears Here

Card Value Sparkle

Card Suit Sparkle

- Press **BUTTON C** twice to make your card appear in the crystal ball.
- After a card's appeared in the crystal ball, you can continue practicing by pressing **START** to make the card vanish from the crystal ball. Then press **BUTTON C** twice again to re-activate the card value sparkle.



- To exit the Practice Mode: press **START** twice while a card is displayed in the crystal ball.
- You'll have a choice to either return to the Menu or run the trick.

SPECIAL CARD SELECTION TIP: If you really want to be slick during a performance, after your friend picks the card, try calculating in your head the number of **BUTTON A** or **B** presses you need to make. Choose the direction that'll get you there fastest. For example:

If a five is picked: press **BUTTON B 6 times**.

If a nine is picked: press **BUTTON A 4 times**.

This way, you can use the green sparkles for verification, instead of trying to follow them around the screen. You can do the same thing with the card suits if you memorize their positions.

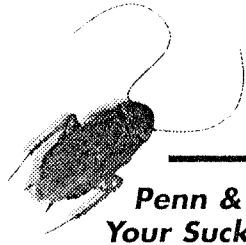
Handling Problems

If, for some reason, you mess up and don't enter a card, Mofo's ready for that. After your friend's pressed **START** to begin the psychic exchange, Mofo will realize there's no card entered and he'll tell your sucker they're not using the controller properly. This gives you another chance to enter the card.

If you did enter a card and it's the *wrong* one, well, you're on your own, pal. You can try to blame it on your friend by telling them they weren't concentrating enough. You can make up some excuse about the screen not looking right, and then quickly reset the CD. There really isn't any graceful alternative. Hope that you at least got the suit right.

If you have a real wiseacre for a friend who decides it would be fun to poke wildly at the controller and annoy Mofo during the trick, we've included some warnings and fail-safe responses to take care of smart alecks like that. These responses make it more believable that your friend is actually interacting with Mofo, and some of those responses will even punish your friend by forcing them to establish psychic contact all over again. If that doesn't put your heckler in their place, it'll certainly try the patience of any audience you've gathered around, resulting in the humiliation of your sucker.





WHAT'S YOUR SIGN?

Penn & Teller Scientifically Calculate Your Sucker's Zodiac Sign.

How It Looks

Tell a friend that Penn & Teller can guess their zodiac sign just by asking them a few questions about their personality. All your friend needs to do is answer with our latest invention, The Personometer™ personality measuring device. They'll actually be able to interact directly with Penn & Teller. We'll evaluate their answers on-screen, on video, and reveal their sign. The kicker is--and **DO NOT TELL THEM THIS**, it should come as a complete surprise--right after we reveal their sign, we'll also tell them the day and month of their birth!

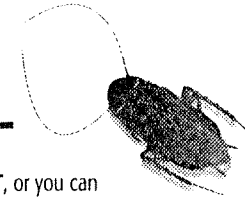
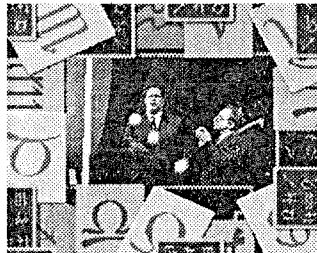


How It Works

It's really easy. You simply enter your friend's birthdate in advance.

How to Enter Your Friend's Birthday in Advance

- If you don't already know it, find out your sucker's birthday ahead of time. Call their parents, mutual friends, parole officer--anybody who might know. Just make sure they don't mention this conversation to your victim.
 - You only need the **month** and the **day**; forget the year.
 - Select **WHAT'S YOUR SIGN?** from the **OWNER MENU** (see page 8).
 - Select **INTRODUCTION**. You'll find out exactly how we feel about astrology.



- You can exit the intro at any time by pressing **START**, or you can let the intro time out. When it ends, you can either run the trick or return to the menu. Since you haven't entered the birthdate yet, select **RETURN TO MENU**.

- Select **ENTER DATE**.



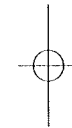
The Calendar Screen

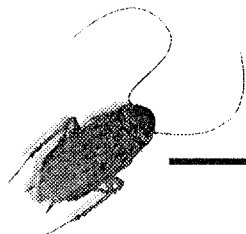
- The Calendar Screen appears.
 - Move the cursor **UP** and **DOWN** with the **D-PAD** to select your option: **DAY**, **MONTH**, or **USE DATE SHOWN**.
 - BUTTON A** advances the day or month; **BUTTON B** moves it back.

NOTE: The calendar can be programmed for 366 days of the year—including February 29. We've also fixed it so you can't enter any dates that don't exist, like February 30 or April 31.

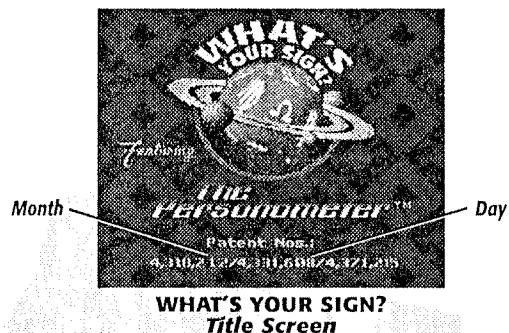
- Lock in the date. There are two ways to do this. The first means you *must* perform the trick while the game is still running. The second allows you to *save the date* in your Sega CD system's memory and perform the trick at a later time.
 - To perform the trick while the game is still running:**
 - Press **START** once the calendar is showing the correct date.

*The date will be saved as long as you don't turn off your system or press **RESET**. If you do, the date you've entered will be lost.*
 - Move on to Step 5.



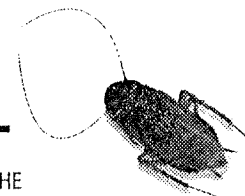


WHAT'S YOUR SIGN?



B. To save the date in memory:

- Move the cursor up to **SAVE DATE**. Press **BUTTON A** or **B**.
 - A **bell sound** indicates there is enough memory in your Sega CD System to save the date. This means your system will remember the date, not your disc. If you want the trick to work, you need to run it on your *own* system. You can even unplug the system; the date'll still be in there. But if you take the disc to your friend's home and use his system, you're going to be very embarrassed.
 - Press **START** to exit the screen.
 - If you hear a **buzzer sound** after pressing **BUTTON A** or **B**, your system does *not* have enough memory available to save the date. At this point you can either perform the trick by following Step A, above, or you should consult your Sega CD System instruction manual for details on how to make room in your system's memory.
5. The WHAT'S YOUR SIGN? Title Screen will appear. Check the date you've entered.
- The patent number at the bottom of the Title Screen contains your friend's birthdate. The month appears as a two-digit number to the left of the first slash mark ("/"). The day appears to the left of the second slash mark.



6. IF THE DATE YOU'VE ENTERED IS WRONG, NOW IS THE TIME TO CHANGE IT!

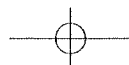
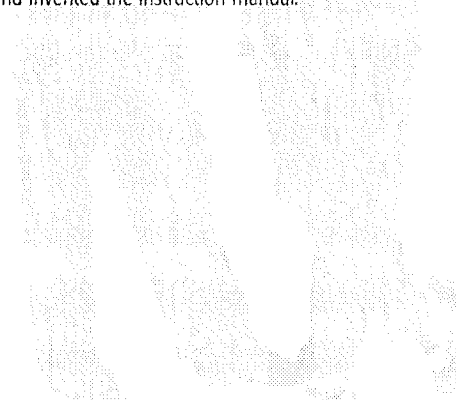
- You're doing this in private. Nobody's rushing you. We're giving you lots of time and fail-safe options to make sure you don't screw things up.

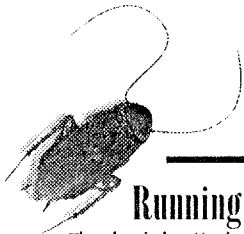
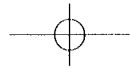
If you have made a mistake:

- Press **RESET** on your Sega CD System, or hold down **BUTTONS A, B, and C** and **START** simultaneously.
- Follow Steps 1-5 all over again.

7. Press **START**. You can either run the trick or return to the menu. This would actually be a good time to run the trick for yourself, so you can get a feel for how it works.

8. If you're doing this for your friend and you notice *now* that the patent screen contains the wrong date and somehow, some way, you missed it completely during preparation, you're in trouble. You may want to come up with some excuse, like, "Hey, I guess astrology doesn't work after all!" At least you'll be telling the truth for a change. More than that, we can't help you with. That's why mankind invented the instruction manual.



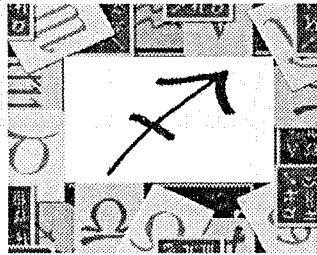
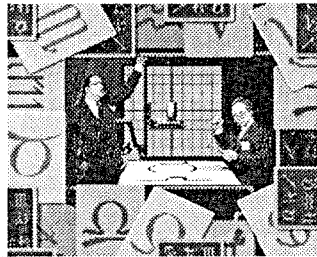


WHAT'S YOUR SIGN?

Running the Trick

The date's in. You're set. Run the trick from the SUCKER MENU.

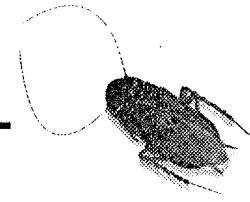
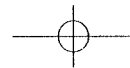
1. Select WHAT'S YOUR SIGN? from the SUCKER MENU (see page 9). It's always good to let your friend do the selecting, with you steering clear of the controller and avoiding suspicion.
2. Notice that the trick does not have a separate Sucker Introduction. The intro is actually part of the trick.
3. You've done your job; you've entered the date. Let us handle the rest. Our on-screen instructions to your sucker are very clear.
4. The Personometer is a forklift with a blender attached to it.



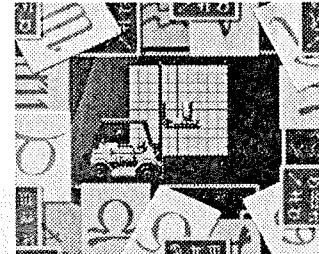
Your friend's sign is Sagittarius. Right after we show their sign, we'll reveal their birthdate.

WARNING:

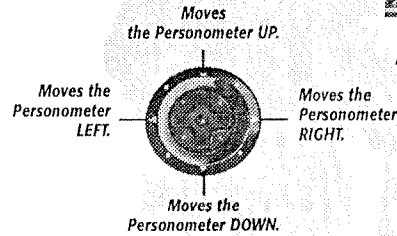
One of the pitfalls of being a non-professional magician and performing a good trick in an informal setting is that your audience will sometimes demand that you perform that trick *again*, immediately. Unless you can (a) clear the room and enter another friend's birthday, (b) perform it again for the same sucker, or (c) find another person in the audience with the same birthday as your first friend, a repeat will be impossible. The smartest thing to do is gratefully acknowledge their enthusiasm and gracefully decline the request by saying something like "I'd love to, but it takes several hours for the Personometer to recalibrate. How about tomorrow?"



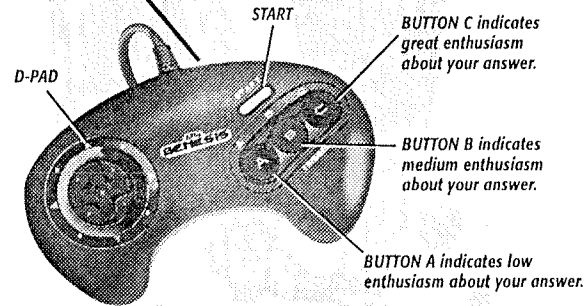
Operating the Personometer



Our patented Personometer personality measuring device.



CONTROL PAD



- Press **START** when you're satisfied with your answer.

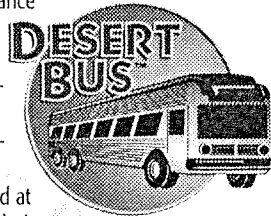




DESERT BUS

Finally, A Video Game Just As Mundane As Real Life.

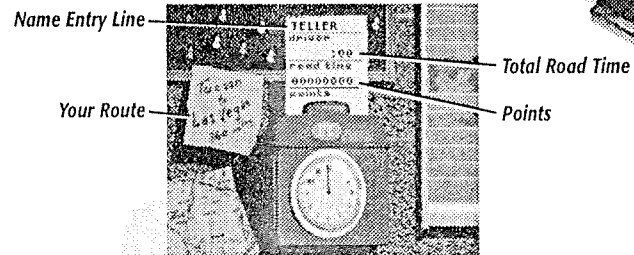
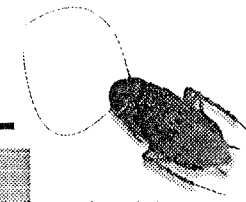
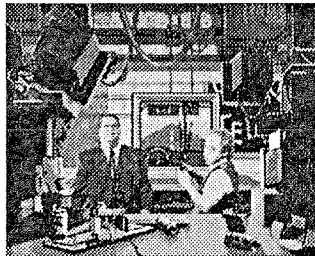
Prepare to subject your nerve, stamina, and endurance to the ultimate test! DESERT BUS is as pure as video-gaming gets. There's no owner/sucker dynamic here. This is, hands down, *the* most useful lesson anyone will ever get from a video game, and that includes the ones for little kids that teach them to count and read. The lesson is: real life just isn't that exciting. Real life is working very hard at tasks that are often pretty darn tedious. Anyone who's ever written an instruction manual knows what we mean.



DESERT BUS is the first in our new Verisimulator™ line—"Games Stupefyingly Like Reality." Verisimulator is derived from the Latin *verus* (true) and *similis* (similar, like). A Verisimulator gives you an experience *truly similar* to real life, and sometimes life is truly grim.

How to Get Started

1. Select DESERT BUS from either the OWNER MENU or the SUCKER MENU (see pages 8-9). If you have visitors, we of course recommend going the SUCKER MENU route. Keep the OWNER MENU a secret.
2. The DESERT BUS Introduction will run.
 - Press **START** on **Controller 1** to exit the intro, or let it time out. (The Owner Menu gives you the option to return to the menu.)
3. The Time Clock Screen will appear. This is where you'll enter your name, which is very important for our DESERT BUS CONTEST (see page 60 for rules and details on how to enter). Your route will also be displayed on this screen, as well as your score (also important for the contest), and the time you've spent on the road.



The Time Clock Screen.

To enter your name on the Time Clock Screen:

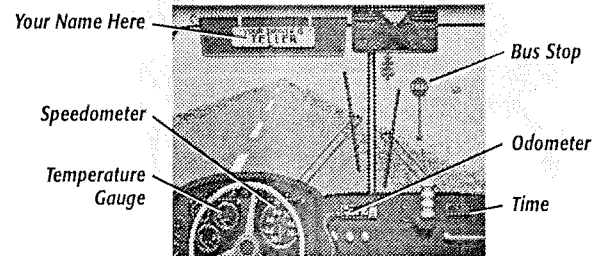
- Press the **D-PAD RIGHT** or **LEFT** to change the flashing letter.
- Press **BUTTON B** to lock in the flashing letter and move to the next position.
- Press **BUTTON A** to move back to the previous letter.
- Press **START** to lock in the full name and to begin the drive.

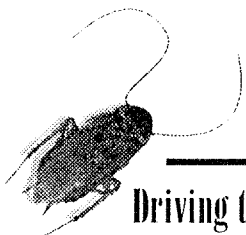
NOTE: There are only eight letter spaces for your name. If your name is longer than that, now's the time to come up with a nickname.

Your route will also be displayed on the Time Clock Screen. Your first route will always start in Tucson, Arizona, and finish at Las Vegas, Nevada. They're 360 miles apart.

The Drive

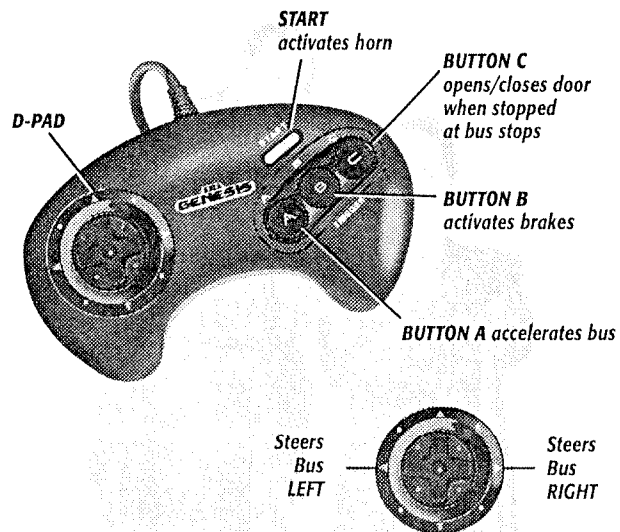
You. Your bus. The road. Nature. Can you get any more primal than that?





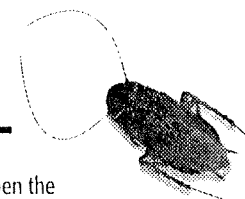
DESERT BUS

Driving the Bus



Road Tips

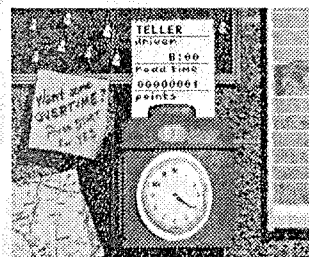
- You can drive as fast or as slow as you want, but the maximum speed your bus can travel at is 45 mph. Do the math: 360 miles at 45 mph = 8 hours. Yup, 8 hours. Real time.
- There's no pause feature. No, it's not an oversight. Does *your* life have a pause control?
- Hold onto the controller at all times. The bus pulls a little bit to the right. Use the **D-PAD** to keep the bus on the road. If you let go of the controller, the bus will drift onto the side of the road. You'll get stuck there and overheat.
- Avoid driving onto the gravel on either side of the road. When you first ride over it, you'll hear a grinding sound that'll warn you you're close to getting stuck. You'll still have a chance to pull away. That chance won't last long, though.



- You *can* pull up to bus stops, stop the bus, and open the door. But you'll have to practice your bus's alignment with the bus stop. If you don't pull up correctly, you won't be able to open the door and you may get stuck and overheat.
- In general, *never* stay too long at a bus stop—or anywhere else, for that matter. Keep moving or your bus will overheat. And once you overheat, you're done. You've lost.

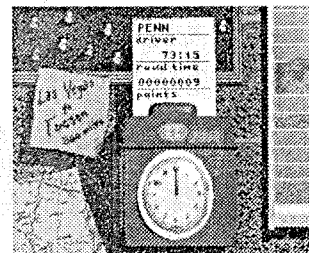
Overtime and Your Final Score

When you successfully reach your destination, the Time Clock Screen will re-appear. Your current score and total road time will be displayed. You'll be asked if you want some overtime (the return route), and the clock will begin ticking down. Make your decision before the clock hand returns to "12." If you decide to get back in the driver's seat, press **START**. You'll notice that your route has changed (Las Vegas to Tucson, if this is your second run). You'll be on the road again almost immediately.



You'll have 12 seconds to decide on overtime.

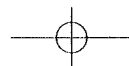
If you decide you've had enough, don't press anything, and when the clock finishes ticking, your final score and total road time will remain on the Time Clock Screen for all to see. The final Time Clock Screen will continue to be displayed until you press **START**. Now would be a good time to take a photograph of your TV to either enter the DESERT BUS CONTEST (see page 60) or to simply record your accomplishment for posterity.



A final Time Clock Screen.

Point Scoring

Each 360 mile run, Tucson to Las Vegas or Las Vegas to Tucson = **1 point**.





THE SCAMS: SUN SCORCHER

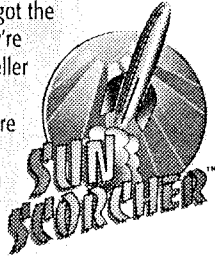
The two scams we've come up with here are practical jokes, which, by their nature, are designed specifically to embarrass the victim of your choice. Scams are very similar to tricks, in that they take some time to master. As with tricks, we recommend you run them on your own before perpetrating them on your hapless sucker.

Scams require a great deal of acting and commitment on your part. If you're the type of person who can't keep a secret, who caves in easily, or who believes no one should have fun at the expense of others, well, maybe you should just stick with DESERT BUS.

Scare The Pants Off Your Friends With Dangerous New Video Game Technology.

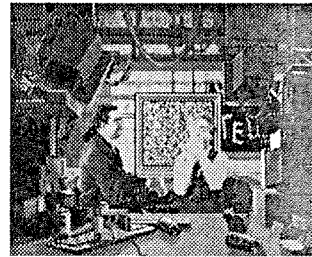
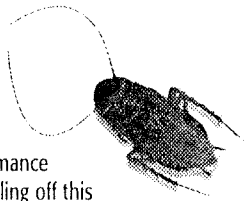
How It Looks

Tell a friend there's a game on Penn & Teller's CD that's just going to blow them away. It's called SUN SCORCHER and it's got the coolest, most intense graphics you've ever seen. They're generated by some new kind of technology Penn & Teller and Absolute have come up with called Thermo-Graphics™, and have to be seen to be believed. They're also supposed to be a little dangerous if you touch them, but that's no big deal. As your friend plays, you point at the screen to show them how to shoot and you ignore the danger warnings until finally, you get so carried away, you keep your hand on the screen a bit too long. The television shorts out and you burn your hand, which causes you to scream in agony. All that's left on the TV is a rolling screen of static.



How It Works

- Select SUN SCORCHER from the OWNER MENU (see page 8).
- Select INTRODUCTION.

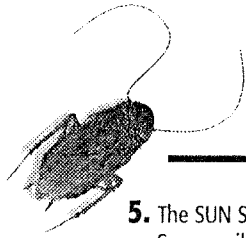
Timing and performance are the keys to pulling off this scam. That's why the SUN SCORCHER Owner Intro is a particularly important one to watch. Pay attention to how we bring about the punch line and to the advice we give you on how to prime your sucker for the payoff.

Remember, Thermo-Graphics are supposed to make your TV *dangerous* to touch. To properly set up your punch line, you must consistently play down the danger warnings that come up throughout SUN SCORCHER. We'll point those moments out to you as we go along.

Setting Up the Scam

1. **Make sure YOU are holding Controller 1.** It's important that you be Player 1. Your sucker should have **Controller 2**, making them Player 2.
2. Select SUN SCORCHER from the SUCKER MENU (see page 9).
3. The SUN SCORCHER Sucker Intro will run.
 - **This is a good time to begin playing down the warning we give in the intro. Act as though you're impatient while Penn's being "serious." Roll your eyes and say something like "Yeah, yeah. Sure, sure."**
4. The SUN SCORCHER Warning Screen will appear. You can't bypass this screen; it has to time out (see the illustration on the next page).
 - **Discount the warning even more. We recommend: "You know, the government makes them put stuff like this in. It's really not as bad as they make it sound."**





SUN SCORCHER

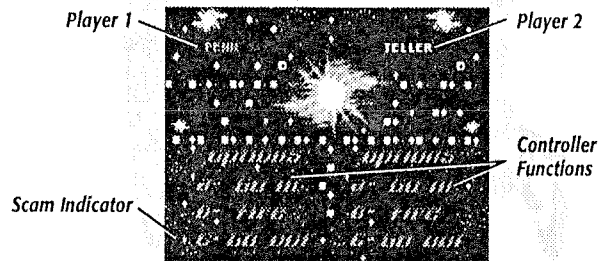
5. The SUN SCORCHER Title Screen will appear. Press **START** to move on to the next screen or allow it to time out.
6. The SUN SCORCHER Options Screen will appear. Enter your name.
 - The words **PLAYER 1** will be flashing.
 - Press **BUTTON A** to begin your name entry. The first letter will appear.
 - Use the **D-PAD** to move through the alphabet. **RIGHT** moves ahead; **LEFT** moves back. (There's a blank space character after "Z.")
 - **BUTTON B** moves to the next letter.
 - **BUTTON C** locks in your name. It still flashes.
 - Pressing **BUTTON C** again passes name entry control to the other player.



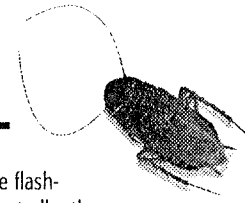
SUN SCORCHER
Warning Screen



SUN SCORCHER
Title Screen



SUN SCORCHER
Options Screen



7. After you've entered your name, **PLAYER 2** will now be flashing. Tell your friend to enter their name with their controller the same way you did.
8. While your sucker is busy entering their name, press **BUTTON C** on your controller **3 times consecutively**. THIS WILL SET THE SCAM! Try to do this as quietly and sneakily as you can.

THE SCAM IS NOW SET: Fun's a' comin'!

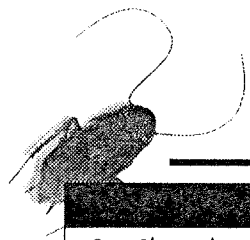
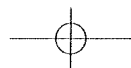
To check that the scam is set:

- While Player 2 is entering their name, press **BUTTON C** on your controller. If all is well, a small *star* will appear in the lower left corner of the screen, next to Player 1's "C" controller option (see the Options Screen illustration on the previous page). Each time you press the button, the star will flash. If no star appears, the scam has not been set, and SUN SCORCHER will function as a normal game.
- 9. The game will begin when Player 2 presses **START**.

OPTIONAL STEP: Once a player's name has been locked in and is still flashing, the SUN SCORCHER controller functions can be changed.

- Press **BUTTON B** while your name is flashing.
- The options will now flash.
- Use **BUTTON A**, **BUTTON B**, or the **D-PAD** to cycle through the different configurations.
- Lock in your choice with **BUTTON C**.
- Your name will be flashing again.
- Press **BUTTON C** again to pass name entry control to the other player.





SUN SCORCHER

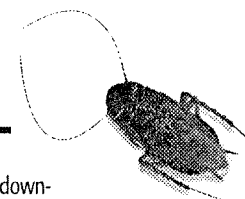
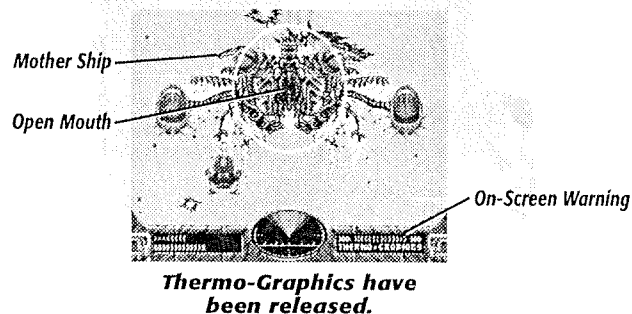
WARNING:

Once Player 2 has control, they can hit **START** at any time to begin play. **That's why you'd better press BUTTON C quickly to set the scam!** Your sucker may have a really short name, nickname, or term of endearment to enter, like "Ma" or "F," if they've been reading a lot of Kafka lately. They might stop in the middle of entering their name: Esther may be quite content with "Est." They may not want to enter their name at all, preferring to be known as "Player 2," in which case, they'd hit **START** right after gaining control. **To sum up, if you don't enter the scam in time, SUN SCORCHER will play as a normal game.**

Running the Scam

1. Study the SUN SCORCHER game play described on pages 32–33.
2. Ever the good host, you're so excited about demonstrating your new game, you decide to let your friend go first—even though they're Player 2.
 - After their name is entered, tell the sucker to press **START**. The game will begin.

[Your friend, Player 2, should always go first. If you play first, the curious sucker—intrigued by your hype—is more than likely to go up to the TV and investigate the danger. Unless you've managed to actually electrify your TV, your joke will be ruined.]
3. Position yourself near your TV set so you can show your friend how to play. You're mostly concerned with showing them where to fire at the mother ship (its vulnerable open mouth).



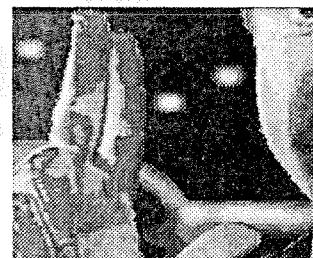
4. The first two times the Thermo-Graphics are released, down-play the on-screen warnings and cautiously continue to touch the TV screen, pulling your hand away just in the nick of time and shaking it as though you've been mildly singed. Don't overplay your burn here. Act annoyed and dismissive of the warning. Continue your enthusiasm for the game play.
5. **The scam begins with the THIRD appearance of the mother ship.**

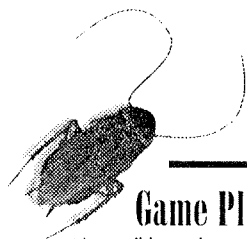
Build up your excitement to a fever pitch so that by the third time the mother ship appears, you're so completely absorbed by the game's action, you don't move your hand off the screen at all.

6. Then, as soon as the mother ship begins to emit this next wave of Thermo-Graphics, there'll be a loud electrical arcing sound, as though the television's been short-circuited. As soon as this happens, launch into the most horrifying, blood-curdling scream you can muster, and grab your hand, which is supposed to be white-hot with pain.

[How you want to embellish your little *tour-de-force* performance is up to you, but if you need some suggestions, try yelling "Oh, no! My hand! My hand! It hurts! Oh, it hurts so much! Oh! Oh!" We're confident, though, that you'll be able to come up with some more pointed things to say. Frankly, we'd love to help you out, but we showed a lot of restraint to get a "T" rating and we're not about to blow it here.]

7. The TV screen will turn into a static roll that will continue indefinitely until **RESET** is pressed (check out the monitor behind Teller at the top of page 27). If it's your TV, you may want to mix in some wailing about your set being destroyed. If it's your friend's TV, you can work in some feeble apologies. Whatever you do, don't take too much attention away from your horrible—and potentially disfiguring-for-life—flesh wound.
8. If you really feel like pushing the envelope, try palming some makeup or red lipstick in your other hand, so when you grab your burned one, you can smear the stuff on it. Our Owner Intro gives you a demonstration.





SUN SCORCHER

Game Play

It's possible to play SUN SCORCHER as a regular game; no scam involved. Whichever way you decide to run it, you'll need to know how to control your space pod:

D-PAD: moves your space pod **UP**, **DOWN**, **RIGHT**, and **LEFT**

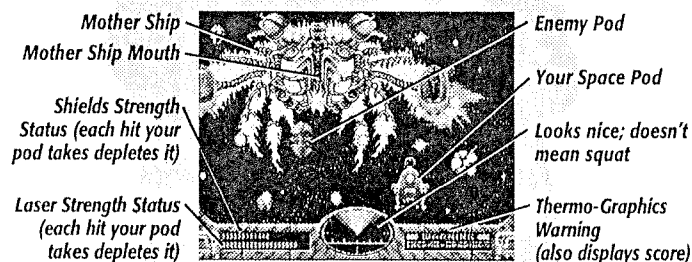
Default settings (see page 29 for customizing instructions):

BUTTON A: moves your space pod *into* the screen


BUTTON B: fires your laser weapon

BUTTON C: moves your space pod *away* from the screen

START: pauses/unpauses the game



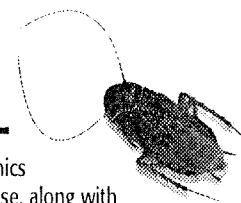
 **Shields Pickup** (red shield, restores shields strength)

 **Laser Ammo Pickup** (spinning blue icon, restores laser strength)

Most of your fighting time will be against the enemy pods. The mother ship will enter the space battlefield at designated intervals. You'll know she's coming when the screen flashes a bit.

You'll score the most points by shooting directly into the vulnerable, flashing open mouth of the mother ship. (The opening of her mouth indicates Thermo-Graphics are about to be released. See the illustration on page 30.) During the scam, this is what you should be pointing out (literally and figuratively) to your sucker while they're playing.

A successful mouth hit prevents the Thermo-Graphics release. In the scam, it will be virtually impossible for your sucker to shoot this accurately.



When the mother ship is about to fire her Thermo-Graphics blast, there'll be a warning klaxon that precedes its release, along with the flashing warning in the lower-right-hand corner of the screen. Once Thermo-Graphics are emitted, the player's space pod takes a big, unavoidable hit.

Remember, if you're running the scam, the punch line will occur during the THIRD appearance of the mother ship, and it'll happen as soon as the first wave of Thermo-Graphics are fired.

NOTE: The player's space pod takes a much bigger Thermo-Graphics hit in the regular, non-scam game. We wanted the hit to be much smaller in the scam so your sucker wouldn't die before the joke.

To acquire a shields or laser ammo pickup, the space pod must be moved *all the way into the screen* so it can touch and automatically collect the pickup icon.

When a player's space pod takes too many hits and its shields strength status bar is completely depleted, it will become the other player's turn.

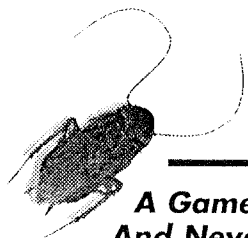
NOTE: During normal (non-scam) game play, when a player "dies," you are automatically returned to the SUN SCORCHER Options Screen. It will then be the next player's turn. To **stop** play at any time, press **BUTTONS A, B** and **C** simultaneously on **Controller 1**. You will then return to the Menu.

Practice Mode

You'll want to get your timing and scream just right in order to milk this scam for all it's worth.

- Select SUN SCORCHER from the OWNER MENU (see page 8).
- Select **PRACTICE**.
- A round of SUN SCORCHER will automatically begin with you as Player 2. You must use **Controller 2**.
- During practice, Thermo-Graphics will be released on the *first* appearance of the mother ship.
- The static screen roll will time out and another round will begin.
- Press **START** at any time to exit the Practice Mode.
- You'll have a choice to either return to the Menu or run the scam.





BUZZ BOMBERS

**A Game You Can Play Again And Again
And Never Lose.**

How It Looks

Invite a friend over to play a fabulously cool new game you just picked up, called *BUZZ BOMBERS*. Say you haven't really played it much yet, but word on the street is it's just a killer and what you've seen so far confirms the hype. You start it up. Your friend does pretty well; a little better than you, in fact. After a while, you begin to catch up. Maybe you're even playing somewhat equally. Then you start to pull ahead. Your friend's trying to keep pace, but despite their best efforts, they just fall short. Finally, you pull way ahead. *Light years* ahead. There's nothing you can't do. You're playing perfectly in every way. And your friend, well, they've become unbelievably awful. Nothing's going right for them. It's as though they're playing blindfolded. They become disgusted. You're wiping the floor with them and loving every minute of it.



How It Works

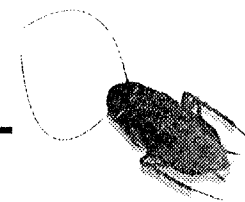
- Select *BUZZ BOMBERS* from the OWNER MENU (see page 8).
- Select *INTRODUCTION*.

You *cheat*, that's how. Your controller actually manipulates your opponent's skill level. You decide how poorly you want them to play. You decide how long to keep this humiliation going.



**People like this deserve
your revenge.**

This is revenge, plain and simple. It's your chance to put one over on those egotistical pals of yours who like nothing better than to whip your butt at every opportunity, be it at video games, checkers, baseball, or trigonometry. If you're an adult, think of this as a socially acceptable way to pay back those pesky kid savants who make you feel about as smart as an Andean llama when they show you how to set the clock on your VCR.

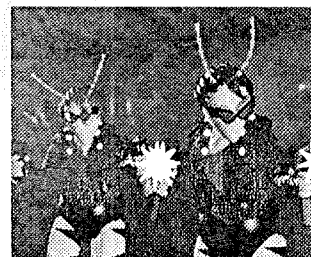
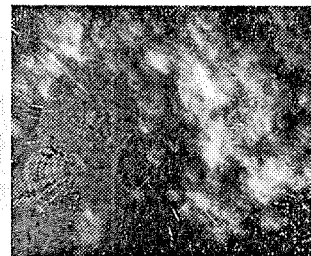


Playing the Game

BUZZ BOMBERS can be played either as a scam (two players) or as a regular game (one or two players). Before we get into setting up and running the scam, it's best to first learn how the game plays.

We're very proud of the storyline. We believe it might be the first video game ever that *starts* with the destruction of Earth. The machine-gun-totin' Buzz Bombers—Barry and Marshall—are members of an alien race of planet-obliterating hornets.

Their ship has been infiltrated by some sickly-sweet Earth survivors who threaten the larvae progeny of the Queen Mother. It's up to the Buzz Bombers to shoot and destroy as many enemies as possible, without hitting the larvae, which will spawn new, future generations. (To view the complete animated introduction, see pp. 39–40 for details on how to get to it.)



Controls

Controller 1: Operates **Marshall** (red hair), who always starts on the left side of the screen.

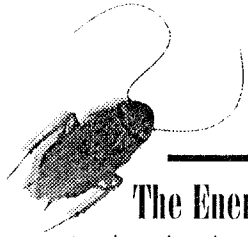
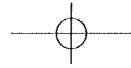
Controller 2: Operates **Barry** (black hair), who always starts on the right side of the screen.

BUTTON C: Fires the Buzz Bombers' machine guns.

D-PAD RIGHT and **LEFT:** Moves the Buzz Bombers.

START: Pauses/unpauses the game.





BUZZ BOMBERS

The Enemies

Gun down these intruders with extreme prejudice. Some require multiple hits to destroy—especially the **secret** Earthling Doomsday Weapon.



Dastardly bluebirds of happiness drop odious eggs.
1000 points
500 points



Malicious bunny-rabbits toss malignant carrots.
750 points
500 points



Simister Earth-children throw their deadly playthings.
500 points
2000 points



Evil butterflies flutter about threateningly.
1500 points

Pickups



Ammo Clip
 Collide with it and get 15 shots; shoot it and get 20 shots.

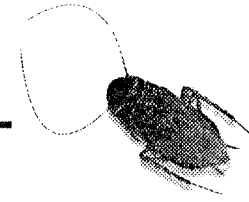


Yellow Flower
 Shoot it and it restores 1 tick of strength. Collisions get nothing.

Precious Cargo

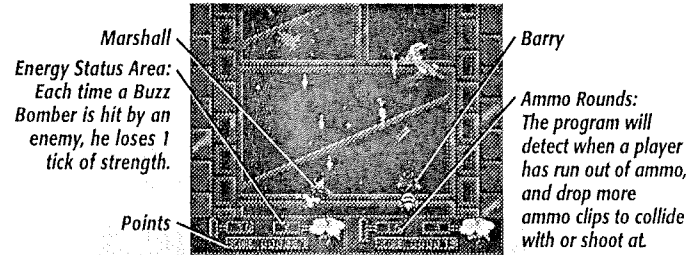


Larvae
 The Buzz Bombers should—at all costs—avoid hitting these hopes for the next generation. For every larva hit, the Buzz Bomber that shot it loses 5000 points.



The Game Screen

All the action takes place on this screen.



NOTE: Lives are not calculated for the Buzz Bombers. When a Buzz Bomber's energy is completely depleted, he disappears from the screen (1000 points are deducted from his score) and then returns fully energized.

Setting Up the Scam

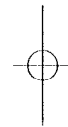
There are two ways to run this scam; one's a lot better than the other.

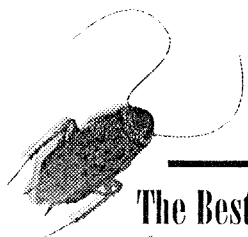
The Best Way

Start up BUZZ BOMBERS as if it were its own game, having nothing to do with Penn & Teller. Hands down, this is the way to go if you want to totally deceive and devastate your sucker.

WARNING

Do not show any part of P&T'S S&M to your friends before reading the next few pages! BUZZ BOMBERS is mentioned in the General Sucker Intro and appears on the SUCKER MENU!

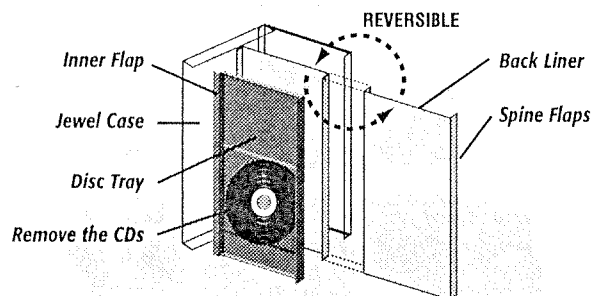




BUZZ BOMBERS

The Best Way—Part 1:

Change your Sega CD packaging so it looks as though you've bought a new game: **BUZZ BOMBERS**.

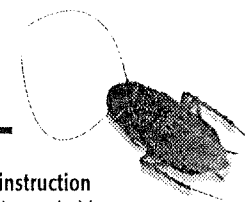


1. Remove your *PENN & TELLER'S SMOKE AND MIRRORS* CDs from the disc tray.
2. Carefully pull out the gray/black disc tray from its clear plastic housing (the jewel case). It's best to grip the tray by its inner flap. Be firm, but don't pull it too hard or you might break it.
3. Pull out the back liner. When you bought this game, you saw the side of it describing *P&T'S S&M*. Now notice that there is something completely different printed on the reverse side that was covered up by the disc tray. It's back-of-package copy for a **BUZZ BOMBERS** game!
4. Carefully fold back the liner's spine flaps (they will have the **BUZZ BOMBERS** logo on them), and place the liner back in the jewel case so that the **BUZZ BOMBERS** side shows through the back of the jewel case. The *P&T'S S&M* copy should now be on the inside and **BUZZ BOMBERS** should be the new back-of-package.
5. Snap the disc tray back into place.



Remove all traces of Penn & Teller from your package.

6. Flip over the instruction manual. You've probably already noticed there is a **BUZZ BOMBERS** cover on the other side. Slip it back into the jewel case with the **BUZZ BOMBERS** side facing out. *Voila!* You now have a **BUZZ BOMBERS** package with no trace of Penn & Teller anywhere!



WARNING:

For obvious reasons, don't let your friends handle the instruction manual!

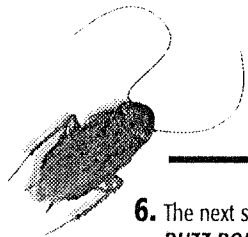
The Best Way—Part 2:

1. Make sure you're using Disc 1. Don't let your sucker see the disc—it's got *PENN & TELLER'S SMOKE AND MIRRORS* printed on it, not **BUZZ BOMBERS**! Either cover the disc with your hand or have it in your Sega CD system in advance.
2. Insert Disc 1 into your Sega CD System.
3. The Sega introductory and legal screens will run.
4. The Absolute Entertainment logo sequence will run (see the illustration at the top of page 40).

THIS IS YOUR MOST IMPORTANT STEP!

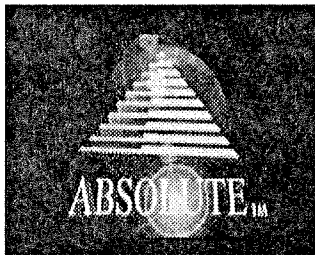
5. Surreptitiously press **BUTTONS B and C** simultaneously on Controller 1 anytime during the Absolute Entertainment logo sequence. Just press them, you don't have to continue to hold them down.





BUZZ BOMBERS

6. The next screen will be the **BUZZ BOMBERS** Legal Screen.
7. The animated **BUZZ BOMBERS** Introduction will run.
8. The **BUZZ BOMBERS** Title Screen will appear.
9. The **LEVEL 1: THE FIRST WAVE** screen appears, followed by the game. (We put this screen in to make your sucker think this is just the first of many game play levels.)



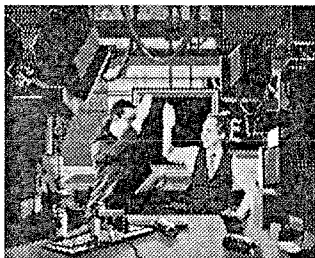
Absolute Entertainment logo sequence.

The Other Way

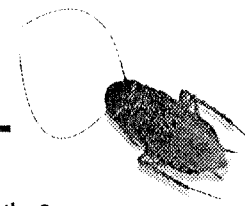
Suppose, for some reason, you haven't had a chance to run the **BUZZ BOMBERS** scam The Best Way. Your sucker has already seen the **SUCKER MENU** (but they'll never see the **OWNER MENU**, right?) and **BUZZ BOMBERS** is on it. Has disaster struck?

Relax. We covered for you.

1. Choose **BUZZ BOMBERS** from the **SUCKER MENU** (see page 9).
2. The **BUZZ BOMBERS** Sucker Intro will run.
3. The next screen will be the **BUZZ BOMBERS** Legal screen.
4. The animated **BUZZ BOMBERS** Introduction will run.
5. The **BUZZ BOMBERS** Title Screen will appear.
6. The **LEVEL 1: THE FIRST WAVE** screen appears, followed by the game.



We'll explain how the BUZZ BOMBERS game made it onto our CD.



Running the Scam

Be sure you start the game as Barry, using **Controller 1, the Owner Controller**. The game will proceed as a normal game (Mode 1, below)—neither player will have an advantage.

There are four different scam modes that you can activate at will with the **Owner Controller**:

- Mode 1:** Press **BUTTON A**. Release. Press **UP** on the **D-PAD**. Results in normal game play; neither player has the advantage.
- Mode 2:** Press **BUTTON A**. Release. Press **RIGHT** on the **D-PAD**. Gives the sucker the advantage over the owner. Use this mode to build up their confidence and to lull them into a false sense of security.
- Mode 3:** Press **BUTTON A**. Release. Press **DOWN** on the **D-PAD**. Gives the owner a small, but definite advantage over the sucker. Use this mode to gradually start to turn the tide.
- Mode 4:** Press **BUTTON A**. Release. Press **LEFT** on the **D-PAD**. Gives the owner complete and total dominance over the sucker. Results in near flawless game play by the owner and miserable, horrific game play by the sucker.

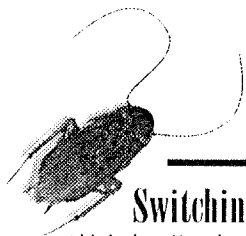
The player who's supposed to be at a disadvantage will have to contend with frustrations such as: more and more larvae heading in their direction and a dramatic increase in carrots and eggs dropped toward them. There'll also be fewer ammo clips heading their way.

Move back and forth between modes as often as you like. See how long you can keep your sucker playing. Take credit for your magnificent abilities or act humble, as though you're stumbling along on dumb luck. Think of the controller as a torture device you're holding right there in your own two hands. Groove on your power trip.



Your egotistical buddy will be stunned by his pathetic performance.





BUZZ BOMBERS

Switching Controllers

This is the *pièce de résistance* of this scam. Depending on how much pain your sucker can tolerate, there's always the chance they'll blame their pathetic performance on their controller, their Buzz Bomber, the stars and planets. (If they cite the latter, you're well-equipped to take care of them with *WHAT'S YOUR SIGN?* on pages 16–21.) They could, in mid-play, demand that you switch controllers with them. If they do, you have the ability to transfer scam control to the other controller.

To transfer scam control to the other controller:

- Press **BUTTON A** two times consecutively on the Owner Controller right before you hand it over.
- When you receive the other controller, press **BUTTON A** on that one two times consecutively. The controller you are now holding has become the Owner Controller and will allow you access to the four scam modes.
- Play will continue in the same mode as before the switch until you decide to change it.

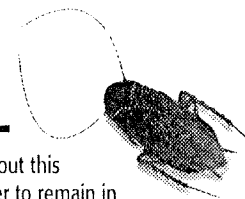


It doesn't even matter if you're forced to trade controllers.

WARNING:

After **BUTTON A** has been pressed twice on the Owner Controller, the next controller to have **BUTTON A** pressed twice on it becomes the Owner Controller.

IF YOUR FRIEND CHANGES THEIR MIND ABOUT SWITCHING AND YOU'VE ALREADY PRESSED **BUTTON A** TWICE, PRESS IT TWO TIMES AGAIN SO YOU CAN RETAIN OWNER CONTROL!



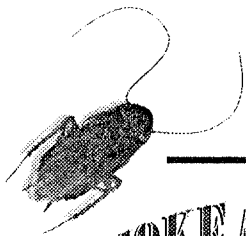
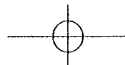
This way, you'll still be in the driver's seat, and can play out this scenario any way you want. You might allow your sucker to remain in **Mode 4** for a while and agree that they may have been on the "bad side" after all. Then gradually shift the advantage back over to your Buzz Bomber and say something like "Huh. I guess it takes a while to break this guy in."

If your friend wants to trade controllers again, no problem. Just transfer the scam control back to the other controller. It's good to be the owner.

How to Get Out of the Scam and Reveal to Your Friend They Were Being Played for a Sucker

Press **BUTTONS A, B, and C** simultaneously on the Owner Controller and a special full motion video sequence will run that does the job quite nicely.





SMOKE AND MIRRORS

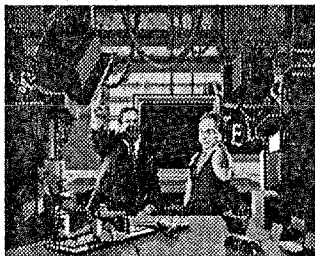
SMOKE AND MIRRORS

So there we were, sitting around the Absolute Entertainment conference room, scarfing down donuts, pizza, take-out chicken, Chinese food, ginger ale, club soda, gobs of candy, brainstorming the segments of *P&T'S S&M*, and in general feeling pretty good about ourselves, because we'd come up with five solid, killer bits we thought were pretty different from any of the other games out there on the market.

And then it dawned on us: games. Yeah, sure, why not. As long as we're working with a company that'd done its share of games, why shouldn't we do one, too? We figured there are all these other celebrities appearing in video games, and basically all they do is sell off their likeness and let other people do the work. Then they just sit back and collect royalties.

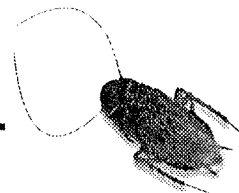
Well, we figured as long as we would actually work on it, we wanted to see ourselves walk around a video game. So we had more meetings and ate some more food. We came up with some great ideas. Absolute took us to a studio and filmed us doing what characters in video games do. Some of our friends came in, too, and acted in the video sequences.

And we wound up with *SMOKE AND MIRRORS*. It's about two pompous Las Vegas magicians named Stinkbomb and Rot, who claim that magic is real. They've practically convinced the entire country, so naturally, it's up to Penn & Teller to straighten them out. We travel back and forth between New York City, a Carnival, and Stinkbomb and Rot's Las Vegas mansion/casino/theater, meeting up with all kinds of cheap magic acts and oddball characters. Our goal is to find our way to the big Stinkbomb and Rot show, and confront those big-haired fakes once and for all.



It's kind of a mix between an action game and a role playing game. There's a bit of a puzzle quality to it. So use your noggin, have fun, and forgive us for referring to ourselves in the third person as we explain how things in *SMOKE AND MIRRORS* work.

Good Luck!

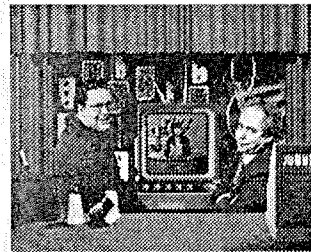


How to Get Started

- Select *SMOKE AND MIRRORS* from either the *SUCKER* or *OWNER MENU* (see pp. 8-9).

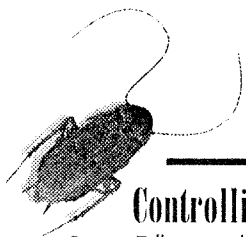
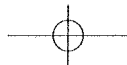
NOTE: We continue to recommend that if you have company, you should make all selections from the *SUCKER MENU* (just don't call it "Sucker" in front of your friends. Use your head!). You spent a good chunk of change on this product; why risk losing potential victims by exposing the *OWNER MENU*?

- Select a Difficulty Setting: **NORMAL** or **IMPOSSIBLE**.
- The *SMOKE AND MIRRORS* intro will run, setting up the story.
- After the intro, Penn & Teller will be outside their magic shop, ready to embark on their adventure.



***Does real magic exist?
We don't think so.***





SMOKE AND MIRRORS

Controlling Penn & Teller

Penn & Teller move in tandem, with one character slightly ahead of the other. It's the lead character whose actions you can control. As you play, you'll find that different situations call for either Penn or Teller to be in the lead.

To make Penn & Teller walk: Press the **D-PAD RIGHT** or **LEFT**.

To select either Penn or Teller as the lead character: Press **BUTTON A** when they are standing together.

To use a selected inventory item: Press **BUTTON B**.

To make Penn & Teller jump: Press **BUTTON C**.

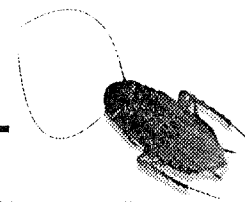
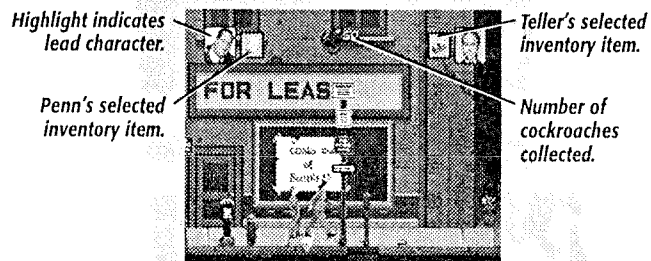
To make Penn & Teller enter alleys, doors, shops, and tents: Press **UP** on the **D-PAD** when they are standing together in front of the opening.

To pick up cockroaches: Make Penn & Teller touch them.

To pick up an item: Move Penn or Teller over it and press **DOWN** on the **D-PAD**.

NOTE: Some items picked up by Penn can enter Teller's inventory and vice versa. They're a team, OK?

The Game Screen

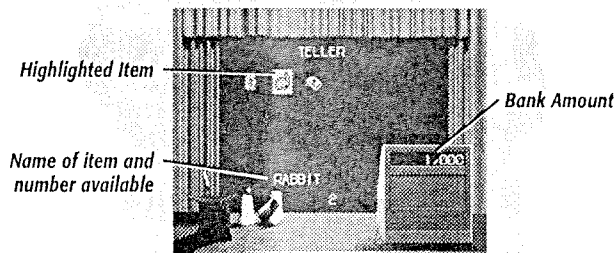


Inventory

With the exception of cockroaches (see page 52), everything Penn & Teller collect throughout the story is contained in their personal inventories. You need to figure out which situations require the use of specific items.

Some items can only be used once. Others will need to be restocked with pick-ups or purchases. Still others are *always* available.

The Inventory Screen also displays the amount of money Penn & Teller currently have available to them. This bank is for *both* Penn & Teller; they do not have separate accounts.



The Inventory Screen is at Penn & Teller's shop, Mofo Magic.

To see the Inventory Screen:

- Press **START** (the game action will pause while you are here).
- **BUTTON A** alternates between Penn's inventory and Teller's.

To select an inventory item for use:

- Press **RIGHT** or **LEFT** on the **D-PAD** to highlight an item. The item's name and the number of those items available are displayed. (Not all items are available in multiple amounts.)
- Press **START** when an item is highlighted to exit the Inventory Screen. The selected item is now pictured on the game screen and is ready to be used.

NOTE: When Penn & Teller encounter situations involving money, the amount will automatically be deducted from their bank. Money does not need to be selected for use.

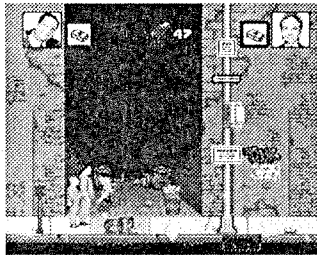




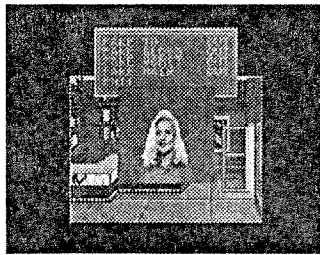
SMOKE AND MIRRORS

Talking

Talking to people is an important part of this game. And there are a lot of characters to interact with—passersby, shopkeepers, etc. Some just talk, some talk in video windows, some actually begin two-way conversations, some won't talk at all. Pay attention to what they're saying; they might be giving Penn & Teller a hint. (And check the guys' inventories when the conversation is over—Penn or Teller may have been given something even if they weren't involved in that particular dialogue.)



Make sure Penn or Teller are close enough to begin a conversation.



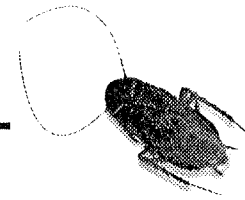
Some characters speak in video windows.

To start a conversation:

- Decide if Penn or Teller should initiate the dialogue. Use **BUTTON A** to choose the lead character. Most people will talk to both Penn and Teller; others will talk only to Penn (and Penn does a lot of talking back—what else is new?). On rare occasions, though, you may require Teller's considerable charms to get what you need.

- Face Penn or Teller toward the character you want to talk to and make sure they're facing Penn or Teller.
- When Penn or Teller are in close enough range, press **BUTTON A**. The screen will freeze and you'll hear or see the character talk.

HINT: Some conversations may take an unexpected turn if you select a particular item in Penn's or Teller's inventory before they initiate the dialogue.



WARNING:

Some attempts at conversation can turn out very badly. See "Cockroaches" on page 52 for details.

Enemies and General Nuisances

These are just some of the creeps out to make Penn & Teller's lives difficult. Use misdirection (see page 50) to take care of certain ones and to force others into coughing up cold hard cash. Use the deck of cards (see page 51) on others. And there's always the Penn & Teller stunt doubles (page 53).



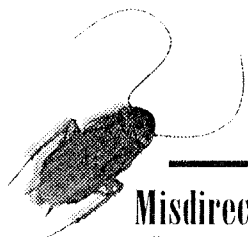
A Stinkbomb and Rot follower, looking for a donation.

Avoid falling sawing-in-half boxes!



Other sleazy show-biz types.





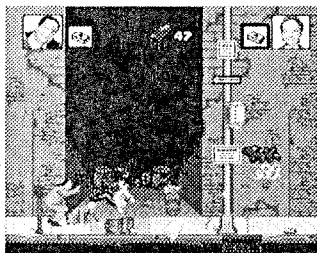
SMOKE AND MIRRORS

Misdirection

Penn & Teller are experts at misdirection, one of the basic principles of magic. It's a skill they'll need to call upon when they encounter certain enemies they can't get past, when a Stinkbomb and Rot follower rears his ugly head, or when a little *pickpocketing* might be necessary. Each of the boys has his own special misdirection skill.

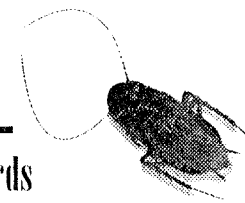
To use Penn's misdirection:

- Make Penn the lead character.
- Select Penn's Joker Card from his inventory.
- Move Penn within range of the potential victim and face them.
- Press **BUTTON B**. Penn will perform his misdirection. Teller will drop to all fours.
- Press **RIGHT** or **LEFT** on the **D-PAD** to position Teller close behind the victim.
- Pressing **BUTTON B** while Teller is behind the victim causes Penn to push the victim over the kneeling Teller.
- Push **UP** on the **D-PAD** and Teller will stand up.
- Penn & Teller resume normal play.



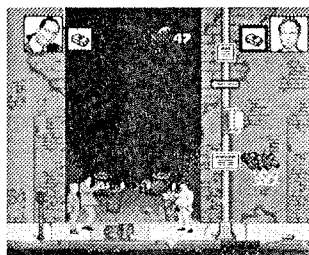
To use Teller's misdirection:

- Make Teller the lead character.
- Select Teller's Joker Card from his inventory.
- Move Teller within range of the potential victim and face them.
- Press **BUTTON B**. Teller will perform his misdirection.
- Press **RIGHT** or **LEFT** on the **D-PAD** to position Penn behind the victim.
- Pressing **BUTTON B** while Penn is close behind the victim causes Penn to **pickpocket** the victim. You never know what you're going to get.
- A sound will indicate whether or not the victim had anything in his pocket for Penn to pick.
- Penn & Teller resume normal play.



Decks of Cards

This is Penn & Teller's main weapon. Select it in inventory and use it against the likes of oily rabbit-tossing magicians and dove-producing showgirls. The cards also start up the Chipper Shredder (page 54).

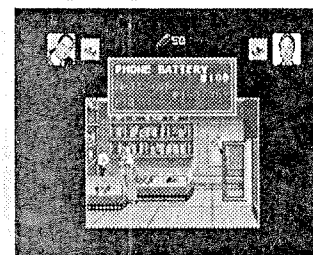


Shops

The shops in New York City sell items that will come in handy in certain situations.

To make a purchase:

- Enter the shop.
- Select Penn as the lead character.
- Only Penn can talk to shopkeepers. To start a conversation with them, use the same method described on page 48.
- Items for sale are on the Tote Board. After you're greeted by the shopkeeper, the first item on the list and its price are highlighted. Use the **D-PAD** to highlight the item you're interested in.
- Press **BUTTON A** to make a purchase. If Penn & Teller can afford the item, you'll hear a cash register sound. If the guys don't have enough cash to buy what they want, the shopkeeper will let them know.

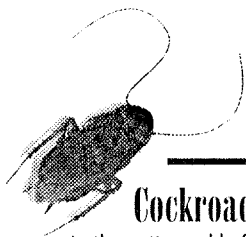


Make selections from the Tote Board.

Shopping Tips

- If you don't want to buy anything, select **EXIT** from the Tote Board. Now Penn & Teller cannot speak to the shopkeeper or make a purchase unless they leave the shop and re-enter.
- There's a limit of one purchase per visit.
- Not all store visits involve purchases.

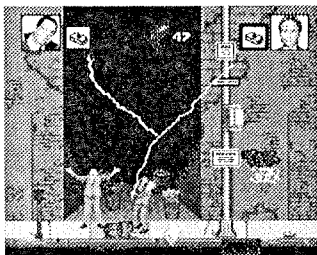




SMOKE AND MIRRORS

Cockroaches

In the nutty world of Penn & Teller, cockroaches add up to big bucks. Collect as many as you can; the total amount Penn & Teller are carrying is displayed on-screen. If either Penn or Teller take a hit from an enemy, cockroaches are deducted from that total. When you've collected certain amounts of roaches, you'll hear announcements of their sale and receive money in the bank.



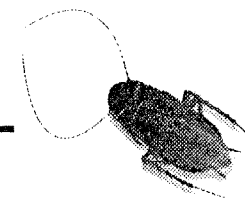
WARNING:

Penn & Teller always try to maintain a certain sense of decorum and civility toward their fellow human beings (with the exception of the sleazy show-biz types and Stinkbomb and Rot followers in this game). But some people simply have no manners. When Penn or Teller try to talk to them, they'll make specific nasty remarks.

There's no way to tell who's going to be that rude, but Penn & Teller don't suffer fools gladly. They will lose patience with *you*, the player, for making such a poor choice of conversational partner, and pound on your television screen, causing it to crack. When your screen shows two cracks, *all* of Penn & Teller's roaches will escape and their on-screen total will go down to zero. Serves you right.

Flashbacks

Penn has a very highly developed olfactory system. Certain smells—hot dogs, popcorn, tabby cats—can't help but remind him of places he's visited. Press **BUTTON A** if you want Penn's imagination to take over. He'll then flash back to those happy memories, and the boys will be transported to that location. Good thing, too, because even though the game takes place in New York, the Carnival, and Vegas, you'll have to move back and forth between them for various reasons—to talk to certain people, to obtain certain items, and who knows what else.



Phone Calls

From time to time, Penn will need to use his Cellular Phone to call for assistance (see "Stunt Doubles," below). But first you have to *find* the phone.

To make a phone call:

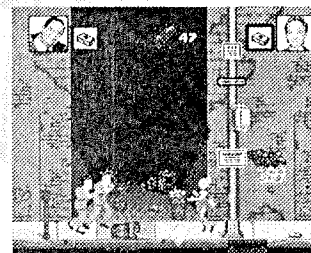
- Select the Cellular Phone in Penn's inventory.
- Press **BUTTON B**.
- Experiment with making calls from different locations. You never know *who* you're going to connect with. And the phone won't work everywhere.

NOTE: The Cellular Phone runs on very weak Phone Batteries—Penn needs one for every call he makes. Check the supply in his inventory and collect as many as you can.

Stunt Doubles

Penn & Teller are just two middle-aged guys who rely more on their wits to get by, as opposed to physical prowess. They're just not action heroes. That's why they need stunt doubles, to do some of that exhausting athletic work that most video game stars have to endure.

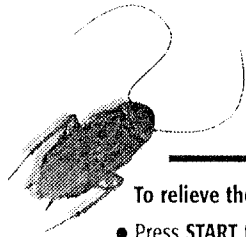
Once you locate the cellular phone (and have batteries), Penn will be able to call the doubles into service. Watch it, though—they're expensive. It'll cost you just to get them to show up, and they'll only help out in *specific* situations.



Penn & Teller or their stunt doubles? Most people won't be able to tell.

NOTE: In accordance with strict union bylaws, stunt doubles will **not** pick up any items or cockroaches, enter shops or do *anything* besides stunts.





SMOKE AND MIRRORS

To relieve the Stunt Doubles:

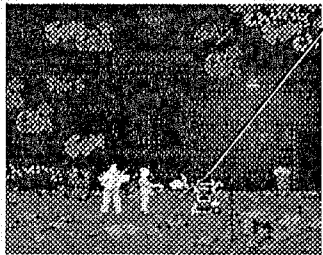
- Press **START** to go to the Inventory Screen.
- Watch how Penn & Teller use their free time to prepare for further game challenges.
- When the inventory items reappear, Penn & Teller will be ready to resume play.

Chipper Shredder

This is a very helpful device that generates useful pickup items when properly operated. It runs on a diet of *brown* rabbits that Teller should collect whenever the boys encounter the rabbit-tossing magician.

To use a Chipper Shredder:

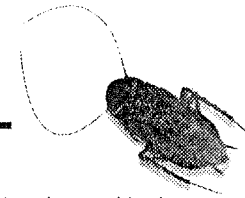
- Have either Penn or Teller fire a deck of cards at its on/off lever.
- When the Chipper Shredder is running, select Teller as the lead character.
- Select the rabbit in his inventory.
- Position Teller close to, and facing, the Chipper Shredder.
- Aim carefully, and press **BUTTON B** to toss in the rabbit when the lid is open. If Teller misses, the rabbit will get away.
- Collect the pickup that's generated.
- Use the Deck of Cards to turn off the Chipper Shredder.



On/Off Lever

Toss in a brown rabbit and see what you get back.

NOTE: No animals were harmed in the making of this game. Several magicians were, however, we're pleased to report.



The Great Escapo and Balloono

The Great Escapo and Balloono are two magical luminaries who are old pals of Stinkbomb and Rot. They'll do whatever they can to stop Penn & Teller from completing their mission—that means they'll be plying their particular prestidigatory specialties on our hapless heroes.

NOTE: Okay. Let's be honest here. Escapo and Balloono are what's known in the gaming world as "Boss Monsters" or "Bosses," for short. A "Boss Encounter" is typically a dramatic point in a video game that requires extra-special intense action from the main characters.

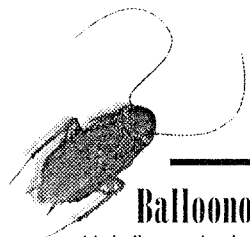
Game designers don't like to give away too much "how-to" information about these scenarios—they're often coy in the instruction manual about game play. So, in keeping with that great tradition, what we've done is make **bold** each key word of our hints, just to make sure you don't miss our clever little plays on the language.

If, between the pictures and the words, you still can't figure out what to do, call the Absolute game play hotline.

The Great Escapo

This master escape artist will **rain down** a **shower** of straitjackets on P&T. If the guys get caught in them, it should make them **hopping** mad. Only Penn can **weather the storm** and give Escapo a **repellent** taste of his own medicine—the **third time's the charm**. Then, when Escapo finds himself **fit to be tied**, P&T will discover that he's a real **pushover**.

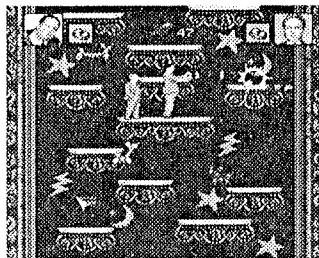




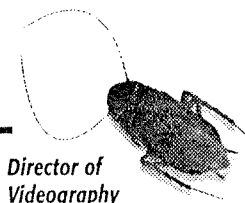
SMOKE AND MIRRORS

Balloono

This balloon animal-maker has achieved **lofty heights** of fame. In fact, he's become so well-known that **his head's just swelled** to enormous proportions. He really has a **nose** for the business, although some say he's **not at all what he seems**. Beware the **tears** of this clown. Those rubbery animals of his can be so annoying, Penn & Teller may just want to **deck** them and **nail** old Balloono himself.



CREDITS



Design

Penn Jillette
Teller
Barry Marx
W. Marshall Rogers

Executive Producers

Barry Marx
Dan Kitchen

Programmers

Tak Lau
Chi Y. Chan
John Shen
Mark Morris
Jim Herzner

Video Engineer

Chris Kelly

Art

W. Marshall Rogers
Ross Harris
Frank Lam
Greg Faccione
Remington Scott
Joe Giannasio

Layouts

Stephan Ross

Music

Gary Stockdale

Audio Director; Queen Bee Music

Mark Van Hecke

Sound Effects; Mofa and Buzz Bombers

Music

Jim Wallace

Additional Music

Adaptation
Steve Melillo

Package and Manual Design

W. R. Wentworth
Mike Buchman
Dale Von Eisenburg

Manual

Barry Marx
channeling
Penn & Teller

FULL MOTION VIDEO PRODUCTION

Writers

Penn Jillette
Teller
Barry Marx

Cast

Penn Jillette
Teller
Deborah Harry
Steven Banks
Jamy Ian Swiss
Marc Garland
Danielle Kreiser
Suzanne Dumaresq

Production Manager

Jeffrey Lowe

Production Assistant

Chris Kelly

Director of Videography

Jeff Karg

Makeup and Set Styling

Jennifer Livsey

TelePrompTer Services

Alfred Lettieri

Costume Manager

Irene Deutch

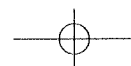
Special Thanks

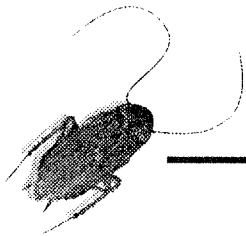
Billy and V. West
Ken "Krasher" Lewis
Struan Oglanby
Burt Bramlett
Tom Bramlett
Lisa Liberati
Rob Pike
Ron Gomes
Jodie Shawback
Jeff Ellin
Nicole Ann Walker
MovieNight
The Jungle

Quality Assurance

Arvee Garde
Alan DeLoach
Aaron Townley
Phill Doblosky
Jason Corvino
Andre Garcia

SWEET JANE written by Lou Reed. Used by permission of Screen Gems-EMI Music as administrator for Oakfield Avenue Music.





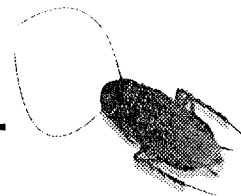
NOTES

THURSDAY: JENNIFER ACTUALLY BELIEVES THE PERSONOMETER WORKS!

MENTAL NOTE: JENNIFER = POTENTIAL Supplementary Source of Income.

SATURDAY: SUN SCORCHER Grandma recovering nicely. Will visit again soon.

SUNDAY: BUZZ BOMBERS Showed up Billy once and for ALL! Now he knows who's BOSS! I RULE, MAN! I am the Video game KING!!



NOTES

MONDAY: THIRD GRADE PARENT-TEACHER CONFERENCE AT BILLY'S School.

WEDNESDAY: SMOKE & MIRRORS Still looking for HIDDEN STUFF. WILL TRY SECOND ALLEY...

THURSDAY: NOPE. HAVE ANOTHER IDEA. ..

FRIDAY: BAD IDEA.

SATURDAY: YESS!!! FOUND IT! WAY COOL! MVED P&T OVERTO

